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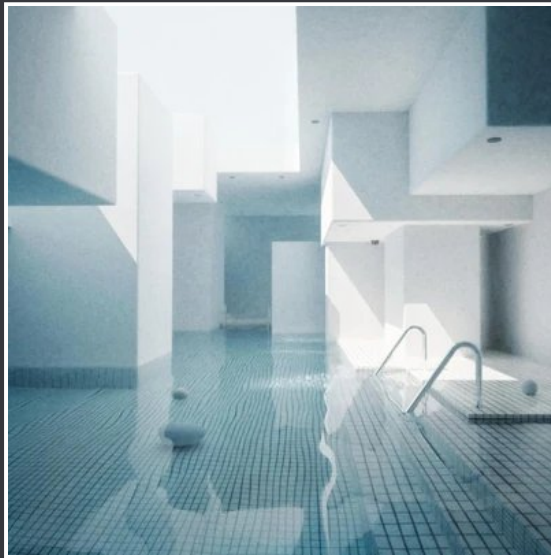
in: Class 0, Levels, Sub-Levels, and 5 more

English

Level 37.5: "Liminal ion"



VIEW
SOURCE



Level 37.5 is a sub-level of [Level 37](#).

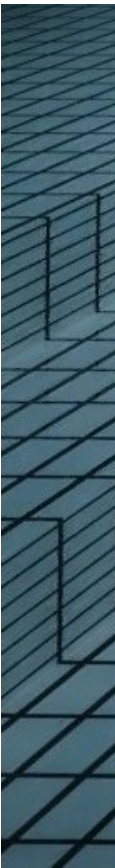
Survival Difficulty: Class 0

» Safe

» Stable

» Devoid of Entities

Description



The lukewarm pools inside the rooms extend indefinitely. White ceramic tiles cover the pools and white concrete walls. The structures generate random patterns, causing the rooms to have an odd shape, with multiple structures on the ceiling obscuring sunlight, leaving areas left behind in the darkness. The light reflected on the water changed the color of the surrounding areas to cyan.


Many large complex pools are connected to one another in a manner similar to a lazy river. The pools have numerous intersections that usually lead to dead ends, but others can lead indefinitely. Most pools are shallow, and some are two meters or less in depth. The pools contain pool jets that flow water out; create wave rippling, pool railings that serve no purpose, decorative items including stones in the water, and pool lights that are permanently turned off.


The water is always lukewarm and has relaxing effects. The sound of water waving and the distant sea waves keep the place calm and peaceful. However, the emptiness gives the atmosphere a feeling of isolation.



The ceiling may block the light in some areas. All the lights are turned on here, with the pools turned to neon. The pool lights shine through the water and expand all around the space, changing their color to cyan, with the light seeping into the dark corners.

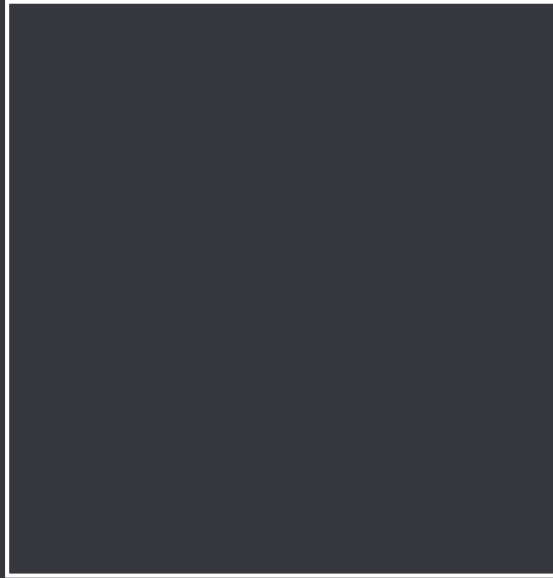
Many things are nearby the pools, including neon exit signs, sun loungers, small water slides, vending machines, and so on. Multiple air conditioners are present around the place, making it colder while the water remains warm.





There are also spaces inside the structures, hidden in the darkness. They consist of hallways, connecting to multiple rooms. There are lights on the ceiling, but they are turned off all the time. The only light source coming from outside shines through the hall. The hallway floor is made of carpet, with doors on each side.

The hallways are complicated, with multiple intersections leading to a dead end or other pool areas. The hallway forms a maze in the darkness, and it is easy to become lost here.



Doors in the hallways can lead to either an empty room or a pool room. The pool rooms are tiled and covered in concrete once more. There are no visible views to the outside, only windows that show a light shining through the room, each with a different tone of color, including a white light or a sunset light. The pool and the room are both different sizes with a similar interior design.

The rooms appear to imitate *Sublimity*, with some properties changed, such as the pool not covering the entire room, the tile being larger than normal, and ceiling lights in the room. Many rooms with pools can share the same space, resulting in a large room with a pool. The furniture and things in here are the same as on the outside structure.



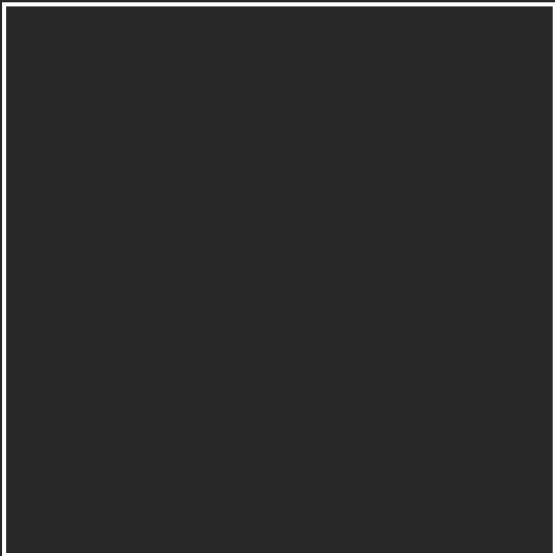


This large area consists of many connected rooms with pools inside, which can be reached via stairs in the hallways. It is made of tile or concrete. There is no ceiling here, shows a clear blue sky. The area will vary depending on the size of the structures.

The architecture of this area is varied, such as square holes on the floor that lead downstairs, a pool with a sloping floor, pools raised from the ground, the amount of water being less than the size of pools, walls that serve no purpose and separate the pools, and many pools that share the same space, creating oddly shaped pool areas.

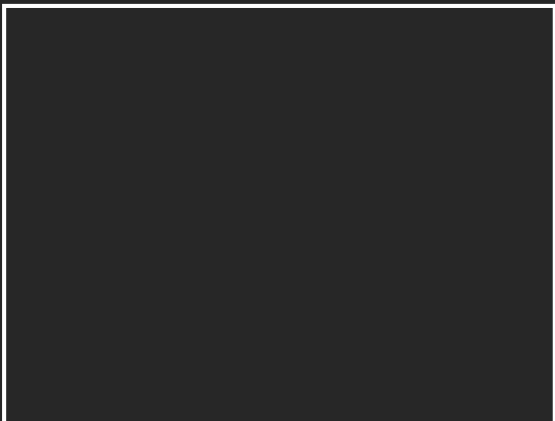
Dream Pools


For a while, I was wandering around the [Terror Hotel](#). I looked to my right into a corner and noticed a waterslide in a wall. I was afraid to go through, but... I really need to get out of here. I made the decision to take a chance, accepted the consequences, and hoped that it would take me to a better place.



I went through the slide. The cold air passed over me. I ended up in the dark hallways. My attention was drawn to the light coming from the hallway corner. I moved toward the light as the sound of water splashing became audible. I left the hallway and entered the large room structure.

In front of me, a pool expands indefinitely inside the structures that are randomly generated and continue forever. The water flowing through the pools goes nowhere. The neon light pools shine all over the space, changing their color to cyan as the light seeps into the dark corners.

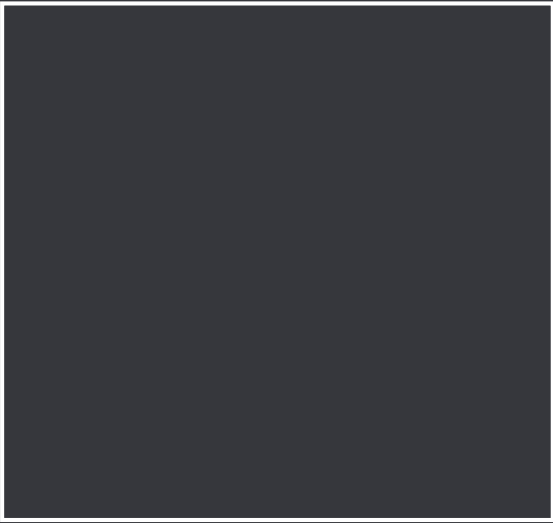




I decided to explore this place, but the pools covered all the area, forcing me to walk across them. I put my hand in the water, it was quite warm. As I slowly walked into the pool, the water began to wave. The place is empty, with only concrete and water visible, giving a sense of isolation.

As I moved forward, the sky replaced the ceiling, shining a light on me. The sound of water waving keeps the place quiet. It makes me feel calm and peaceful. This place begins to resemble a solitary dream, a place where reality ends.

As I continued to aimlessly walk further and further... The sky began to become darker. Until I finally arrived at the pool's edge, to the [other place](#).



Entrances and Exits

Entrances

- Going through a waterslide rarely found in [Level 5](#).
- Noclip into the front end of a slide in the Centrifugal Zone of [Level 37.7](#).
- Nocliping into a showerhead in Level 424.
- Going through a soaked door in [Level 37.2](#).
- Nocliping anywhere in [Level 188.8](#) can rarely teleport you here. Although you will most likely end up in [Level 37](#).

Exits

- Hallways sometimes can lead to [Level 699](#), Level 424, [Level 37](#) [Level 30](#) and [Level -33.1](#).
- Going through slides that seem they can't lead to anywhere can lead one to Level 688, [Level 71](#), [Level 37.7](#) or [Level 37.4](#).
- Going too far could lead to the level's border, where the pool connects to the ocean on [Level -33](#).

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